

Claims

1. An electronic game apparatus comprising:
an array of indicators, including at least two different types of indicator;
5 at least two sets of player operable switches, each set of switches including
sensors corresponding to each type of indicator; and,
a microprocessor, the microprocessor connected to each of the indicators
and each of the switches and operable to control the activation of each indicator,
and to change game state in response to the operation of a switch in dependence
10 on the correspondence between the operated switch and an activated indicator.
2. An electronic game apparatus according to claim 1, wherein the switches
are pressure sensitive switches.
- 15 3. An electronic game apparatus according to claim 1 or 2, wherein the
indicators are light emitting devices of different colours and/or brightness.
4. An electronic game apparatus according to any preceding claim, wherein
the indicators emit different pitch sounds.
20
5. An electronic game apparatus according to any preceding claim, wherein the
array of indicators and the sets of player operable switches are arranged on a three
stage board or mat.
- 25 6. An electronic game apparatus according to any preceding claim, wherein the
indicators and switches are arranged on a mat or mats made of a laminated
vinyl/conductive carbon membrane.
7. An electronic game apparatus according to any preceding claim, wherein the
30 player operable switches are pressure sensors designed to be activated by the feet
of players.

8. An electronic game apparatus according to any one of claims 1-6, wherein the indicators and sensors are arranged on a table top board, the sensors being designed to be activated by the hands or fingertips of players.
- 5 9. An electronic game apparatus according to any preceding claim, wherein the indicators are light emitting diodes (LEDs).
- 10 10. An electronic game apparatus according to any one of claims 1-6, wherein the array of indicators and sets of switches are embodied in software and appear on a computer screen, with the switches formed on a touch screen.
11. An electronic game apparatus according to any one of claims 1-6, wherein the array of indicators and sets of switches are embodied in software, the indicators appearing on a computer screen and the switches being keys on a keypad.
- 15 12. An electronic game apparatus according to any preceding claim, wherein the array of indicators is arranged to form a plurality of rows of indicators, the game state determining in which row the activated indicator lies.
- 20 13. An electronic game apparatus according to any preceding claim, wherein the microprocessor includes software which generates a random sequence which is used to control the activation of the indicators.
- 25 14. An electronic game apparatus according to any preceding claim, wherein the user operable switches are coloured corresponding to the colours of the indicators.